AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions, and listings, of claims in the application:

1-26. Cancelled.

27. (New) A game, comprising:

a cross-shaped board consisting of 108 cells, said board having a center consisting of 6x6 cells and four arms, each of which consists of 3x6 cells, disposed with the longer side adjacent to said center, the shorter side being perpendicular to it;

two to four sets of pieces, each of said sets consisting of

a first subset of six pieces, two of which are equal to one another while the other four are different from one another and from the aforesaid two, wherein one of said four pieces is designated as the main piece; and

a second subset of six pieces, equal to one another and different from the pieces of said first subset.

28. (New) The game of claim 27, wherein said game is played according to a set of rules comprising:

each of the aforesaid two to four sets of pieces is arranged, at the start of the game, in one of said four arms, such that the six pieces of said first subset are positioned on the outermost row of said arm in a predetermined succession, and the six pieces of said second subset on the parallel row adjacent to said outermost row;

each piece is assigned with a well-defined movement pattern, according to which said piece is allowed to move over the board; and

the purpose of the game is to capture at least one of the main pieces, following which the set of pieces to which said main piece belongs is removed from the board.

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29. (New) The game according to claim 27, wherein each cell is in the form of a square, said 108 squares being arranged in a central squared region and in four rectangular regions, wherein said central region is defined by an array consisting of 6x6 squares, and each of the four rectangular regions is in the form of an array consisting of 6x3 squares, wherein each of said rectangular regions extends parallely from a side of said central region, with the long dimension of said rectangular region being contiguous with the side of said central region, and wherein said 108 squares are alternately colored with two different colors, the colored pattern of the board being such that two adjacent squares in any given rank or file are of different colors, thereby preserving the colored pattern of a traditional chess board.

30. (New) The game according to claim 29, comprising four sets of pieces which are chess pieces, wherein each of said four sets consists of a king, a queen, a pair of rooks, a bishop, a knight and six pawns, and wherein each and every piece is identified with one set of said four sets of pieces.

31. (New) The game according to claim 30, wherein each of the four sets of pieces has a distinct color or shape.

32. (New) The method of playing a game having a cross-shaped board consisting of 108 cells, having a center consisting of 6x6 cells and four arms, each of which consists of 3x6 cells, disposed with the longer side adjacent to said center, the shorter side being perpendicular to it and two to four sets of pieces, each of said sets consisting of a first subset of six pieces, two of which are equal to one another while the other four are different from one another and from the aforesaid two, wherein one of said four

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pieces is designated as the main piece, a second subset of six pieces, equal to one another and different from the pieces of said first subset, wherein the method comprises:

arranging each of the aforesaid two to four sets of pieces, at the start of the game, in one of said four arms, such that the six pieces of said first subset are positioned on the outermost row of said arm in a predetermined succession, and the six pieces of said second subset on the parallel row adjacent to said outermost row;

assigning each of said pieces with a well-defined movement pattern, according to which said piece is allowed to move over the board; and

capturing at least one of the main pieces, following which the set of pieces to which said main piece belongs is removed from the board.

33. (New) The method according to claim 32, wherein four sets of pieces are used, said sets being sets of chess pieces, wherein each of said four sets has a distinctive color or shape, and wherein each of said four sets consists of a king, a queen, a pair of rooks, a bishop, a knight and six pawns.

34. (New) The method according to claim 33, wherein the arrangement of the starting position is defined by a first rook, a knight, a queen, a king, a bishop and a second rook being successively positioned from left to right on the outermost row of each arm, and the six pawns positioned on the row adjacent to said outermost row, as seen from the viewpoint of a player handling said arm.

35. (New) The method according to claim 34, wherein the pieces are allowed to move according to the rules of classic chess, with the following deviations:

a pawn advancing along an outside file or rank of the central 6x6 region, which pawn, by virtue of capturing an enemy piece (including *en passant*) enters an arm that is

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contiguous with said outside file or rank of said central region, will proceed its advance in the direction defined by the outer row of said arm, and once reaching said outer row, said pawn will promote; and

by either short (kingside) or long (queenside) castling, the king is brought to a square adjacent the corner of the arm in which said king is positioned.

36. (New) The method according to claim 33, wherein the game is played by two opponents, designated White and Black, wherein each opponent uses two distinct sets of chess pieces initially placed on two adjacent arms of the board, wherein White, in his turn, makes two moves in succession, the first move being with a piece belonging to a first set of chess pieces and the second move with a piece belonging to a second set of chess pieces and wherein, Black, in his turn, also makes two moves in succession, the first move being with a piece belonging to a third set of chess pieces and the second move with a fourth set of chess pieces.

37. (New) A method of playing a game according to claim 32 between two to four opponents, wherein said opponents are:

making their moves over a physical board placed therebetween; or

communicating their moves to each other by any suitable means, including post and e-mail; or

playing the game via the internet using programs capable of generating virtual images of the board and the chess pieces placed thereon.

38. (New) The method of claim 32, wherein said 108 squares are alternately colored with two different colors, the colored pattern of the board being such that two adjacent squares in any given rank or file are of different colors, thereby preserving the

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colored pattern of a traditional chess board, wherein the board game is played in combination with four sets of chess pieces each of which consisting of a king, a queen, a pair of rooks, a bishop, a knight and six pawns, and wherein each and every piece is identified with one set of said four sets of pieces.

39. (New) The method of claim 38, wherein the board and the pieces are provided in a physical form made of any suitable material.

40. A method of organizing a tournament, wherein the competitors participating in said tournament play a game, comprising a cross-shaped board consisting of 108 cells, said board having a center consisting of 6x6 cells and four arms, each of which consists of 3x6 cells, disposed with the longer side adjacent to said center, the shorter side being perpendicular to it, using two to four sets of pieces, each of said sets consisting of a first subset of six pieces, two of which are equal to one another while the other four are different from one another and from the aforesaid two, wherein one of said four pieces is designated as the main piece and a second subset of six pieces, equal to one another and different from the pieces of said first subset, the method comprising:

assigning two to four players to play against each other on one of the cross-shaped boards and creating a plurality of such matchups;

having at least one player from a first game play against at least one player from a second game in a third game after the first and second games are over; and

determining at least one winner of the tournament based at least in part on one or more predetermined criteria.

41. The method of claim 40, wherein the first, second, third and any additional games are played according to the rules of classic chess, with the following deviations:

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a pawn advancing along an outside file or rank of the central 6x6 region, which pawn, by virtue of capturing an enemy piece (including *en passant*) enters an arm that is contiguous with said outside file or rank of said central region, will proceed its advance in the direction defined by the outer row of said arm, and once reaching said outer row, said pawn will promote; and

by either short (kingside) or long (queenside) castling, the king is brought to a square adjacent the corner of the arm in which said king is positioned.